

DOL-GRBP-EUU-M
GC-ROBOBC-UK

ROBOTECH BATTLECRY



TDK MEDIACTIVE
Hohkstrasse 38
40880 Ratingen / Germany
www.tdk-mediactive.com

 **TDK**
mediactive

INSTRUCTION BOOKLET
HANDLEIDING

 **TDK**





PRINTED IN GERMANY



11440070591

THIS SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY WITH YOUR NINTENDO SYSTEM.

DIT ZEGEL WAARBORGT U, DAT DIT PRODUKT DOOR NINTENDO IS GECONTROLEERD EN DAT HET QUA. CONSTRUCTIE, BETROUWBAARHEID EN ENTERTAINMENTWAARDE VOLLEDIG AAN ONZE HOGE KWALITEITSEISEN VOLDOET. LET BIJ HET KOPEN VAN SPELLEN EN ACCESSOIRES ALTJD OP DIT ZEGEL, ZODAT U VERZEKERD BENT VAN EEN GOED WERKEND NINTENDO-SYSTEEM.



THIS GAME SUPPORTS SIMULTANEOUS GAME PLAY WITH ONE OR TWO PLAYERS AND CONTROLLERS. DIT SPEL KAN DOOR EEN OF TWEE SPELERS (MET TWEE CONTROLLERS) TEGELIJK GESPEELD WORDEN.



THIS GAME REQUIRES A MEMORY CARD FOR SAVING GAME PROGRESS, SETTINGS OR STATISTICS. IN DIT SPEL IS EEN MEMORY CARD (GEHEUGENKAART) NODIG OM JE VOORTGANG, INSTELLINGEN OF STATISTIEKEN OP TE SLAAN.

CONTROLLER NEUTRAL POSITION RESET

If the L or R Buttons are pressed or the Control Stick or C Stick are moved out of neutral position when the power is turned on, those positions will be set as the neutral position, causing incorrect game control during game play.

To reset the controller, release all buttons and sticks to allow them to return to the correct neutral position, then hold down the X, Y and START/PAUSE Buttons simultaneously for 3 seconds.



LICENSED BY



TM, © AND THE NINTENDO GAMECUBE LOGO ARE TRADEMARKS OF NINTENDO.
© 2003 NINTENDO. ALL RIGHTS RESERVED.

TABLE OF CONTENTS

Setting Up and Loading.....	4
Introduction.....	4
Basic Controls.....	5
Main Menu.....	7
Options Menu.....	8
Playing the Game.....	8
Cockpit.....	10
Pause Menu.....	12
Saving and Loading.....	12
Credits.....	25
Product Support/Tips.....	27



SETTING UP & LOADING

1. Make sure the POWER Button is OFF on your NINTENDO GAMECUBE.
2. Insert your Robotech®: Battlecry™ NINTENDO GAMECUBE Game Disc as described in the instruction manual.
3. Insert the NINTENDO GAMECUBE Controller into the Controller Socket.
Note: Robotech®: Battlecry™ is for one or two players. Each player should insert a Controller into the proper Controller Socket at this time.
4. If you wish to save a game, insert a NINTENDO GAMECUBE Memory Card into Memory Card Slot A.
5. Press the POWER Button ON (important: make sure not to touch the Control Stick while doing so).

INTRODUCTION

Ten years ago, high above Macross Island in the South Pacific, a phenomenal event occurred that forever altered the course of Human history. A gigantic alien spaceship broke through the very fabric of hyperspace, on a collision course with the earth. During its uncontrolled fall the plummeting space fortress produced shock waves of incredible force, causing destruction around the globe.

The craft measured nearly three quarters of a mile in length. There was no sign of the alien crew. The armored hull had taken the brunt of the damage, leaving much of the sophisticated techno-systems intact. What remained of the giant battle fortress gave evidence of a civilization centuries ahead of Earth's most advanced thinking.

Global war ravaged the world at that time, but even this devastation paled in comparison to the threat of invasion from space. A cease-fire was ordered, and world leaders banded together to form a United Earth Government. Under this new government, the Earth's most brilliant minds formed a research team to study and restore the alien space fortress. Deciphering parts of documents found onboard, they labored to unravel the secrets of an incredibly complex technology called Robotech.

The Robotech Defense Force, or RDF, was assembled for the purpose of safeguarding the planet. Using Robotechnology, new weapons and vehicles were constructed to aid in safeguarding the planet from possible alien invasion. That was a decade ago. The reconstruction of the alien battle fortress, now christened the SDF-1 is complete, and the world leaders have ordered a celebration, until...

BASIC CONTROLS



Making Menu Selections

START	Start Game
Control Stick	Skip interludes and FMVs
Control Pad	Select Options
A Button	Select Options
B Button	Confirm/Proceed to next menu
	Cancel/Return to previous menu

Common Controls

START	Pause/Resume
Control Stick	Movement
C Stick	Targeting Switch
A Button	Boost
Y Button	Primary Weapon
X Button	Secondary Weapon
Z Button	Special Ability
L Button	Strafe Left
B Button	Targeting Switch
R Button	Strafe Right
Control Pad up	Guardian Mode Select
Control Pad down	Hover
Control Pad left	Battloid Mode Select
Control Pad right	Fighter Mode Select

Battloid Mode Special Controls

Y Button	Fire Gun Pod in normal mode/ Hold to increase power in Sniper mode
X Button	Fire Gun Pod in rapid fire/Anti-missile mode
Z Button	Enter and exit Sniper mode
L Button	Strafe Left/Sniper mode Zoom out
R Button	Strafe Right/Sniper mode Zoom in

Guardian Mode Special Controls

Y Button	Fire Gun Pod
X Button	Fire Missiles/Hold for multiple targeting
Z Button	Pick up/Drop object
Control Pad up	Throttle up
Control Pad down	Throttle down/Hover

Fighter Mode Special Controls

Y Button	Fire Gun Pod
X Button	Fire Missiles/Hold for multiple targeting
Z Button	Launch decoy pod
L Button	Roll Left
R Button	Roll Right
L Button + A Button	Barrel Roll Left
R Button + A Button	Barrel Roll Right
A Button + Control Stick down	Continue to hold for full loop
L Button + R Button Control Stick down	Perform Split "S"

MAIN MENU

From the Main Menu, you can select the type of game you want and the settings you want to play with. Use the Control Pad to highlight an option then press the A Button to confirm.



New Game

Training

Select this mode to fly one of three training missions under the instruction of Commander Roy Fokker. There is a separate mission for each of the three Veritech modes; Battloid, Guardian or Fighter. These missions allow you to review basic maneuvers and practice controlling your Veritech.

Story Mode

Select this mode to start a new campaign of Robotech®: Battlecry™.

Versus Mode

Select this mode to start a two player head-to-head battle of Robotech: Battlecry. You will be able to select your mission area and which craft each player will fly. The various battlefields are unlocked by playing the campaign game and completing specific criteria. The different Veritechs and other craft are unlocked in a similar fashion.

Use the Control Pad up and down to highlight an option. Use the Control Pad left and right to move between the various choices of battlefield, craft and paint pattern. Start the game by pressing the A Button.

Save Game

Allows saving current profile.

Options

This section takes you to the Options Menu.

Quit

This section takes you to the Main Menu.

Load Game

This menu is used to manually load or save your game progress.

Options

This will take you to the Options Menu, where you can adjust various features and settings for Robotech: Battlecry.

OPTIONS MENU

From the Options screen, you can adjust various features and settings for Robotech: Battlecry.

Controller Diagram

This selection displays a control layout diagram.

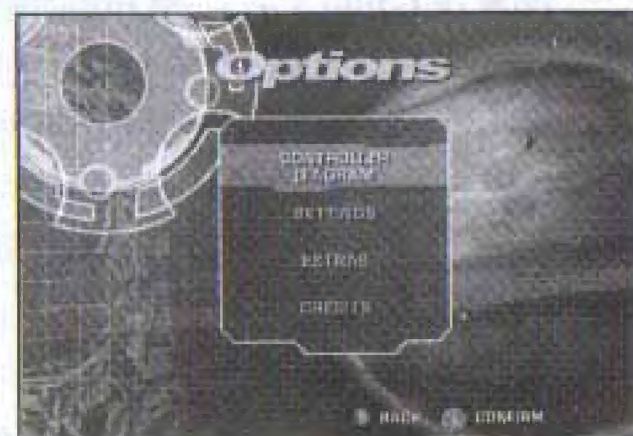
Settings

Use the Control Pad up and down to highlight an option.

Use the Control Pad left and right to adjust Controls, Music, SFX, Subtitles, Difficulty, and the Rumble Feature. Confirm your choice with the A Button.

Credits

This selection displays a list of the people responsible for creating and publishing Robotech: Battlecry.



PLAYING THE GAME

Mission Screen

This screen shows the available mission(s) in the current stage of the game. There can be several missions available, as well as previous missions you can return to at any time.

All missions that are not selected are dimmed. Completed missions display the RDF logo stamp.

The currently selected mission will be highlighted.

Some longer missions have multiple parts, and you can change between these sections of the mission using the Y Button.

Use the Control Pad to highlight the mission you wish to fly. Use the A Button to confirm your selection and proceed to the Veritech Selection screen.



Veritech™ Selection Screen

This screen allows you to select the Veritech you wish to fly during the mission and customize its appearance. At the start of the game you only have access to the training and basic Veritech with a limited number of paint schemes. As you progress through the game, good performance is rewarded with additional Veritechs and additional paint schemes. This includes the combinations from the original Robotech as well as several new paint schemes.

VF-1A: Standard model Veritech flown by the majority of the RDF.

VF-1D: Training model incorporating a second cockpit seat. Although slightly more robust than the 1A, the 1D is less maneuverable and does not have as sophisticated of a targeting system.

VF-1J: The junior officer version flown by flight leaders. It incorporates a double head laser design, and is slightly faster and more agile than the 1A. While it carries a larger missile payload, it has the same targeting sensors as the 1A.

VF-1R: The newest Veritech model intended to replace the VF-1A and 1J in general use. It mounts an autocannon in addition to two head mounted lasers. It sacrifices some armor protection for increased agility and a greater missile payload. It has the same targeting suite as the VF-1S.

VF-1S: The Squadron leaders version of the Veritech incorporates four head mounted lasers with a large missile payload and unsurpassed multi-targeting ability. It is both robust and fast. This is the Veritech the aces fly.

Super Veritech: This is a common description applied to any of the Veritech models when equipped with super Veritech modifications. These add on boosters and light armor give any Veritech increased speed and armor, and incorporate additional missile launchers and missile magazines. The packs are only issued for space and orbital missions.

Armored Veritech: This is an add-on heavy armor system that is best suited for space due to its massive weight. In addition to the extra protection, the Armored Veritech incorporates several light missile launchers. Armored Veritechs are limited to Battloid mode and must jettison the armor pack before transforming. Because of its cumbersome appearance it has been nicknamed the "Sumo".

Mission Briefing

While the mission is loading, the current situation and mission briefing is displayed. This information is also available through the Pause Menu.

COCKPIT



During every mission, information concerning your Veritech's status, weapon availability and situation is displayed on the screen. There are four displays shown in the corners of the screen: Status, Communication, Sensor and Target.

Status Display

The Status Display is in the lower left hand corner of the screen. It consists of three tape readouts.

Structure Display (Red Bar): Shows a graphical representation of the Veritech's structural integrity. This information is generated by sensors throughout the body of the craft and from the various Robotech systems. When the display nears zero integrity, the Veritech is nearing destruction.

Gunpod Heat Sensor (Green Bar): The gunpods carried by the Veritech are capable of very high rates of fire, which generates tremendous heat. If a burst is held too long, the gun could malfunction. Because of this, the guns are equipped with automatic burst limiters that prevent the gun from firing if the temperature is too high. In Battloid Sniper mode, a special gun circuit cuts in that allows the pilot to over spin the gun. This fires a burst of up to five rounds at a higher rate of fire and velocity, but immediately overheats the gun. The rounds are so close together that they sound like a single shot.

Missile Ready Indicator (Green Tick Marks): This is a stack of icons that represent ready-to-fire missiles. The different Veritechs can replenish the launch rails from internal magazines. This takes time. The icons show the number of ready missile volleys that are currently available. When each volley is assigned by the targeting computer, the icon turns a lighter shade. When engaging multiple targets, the targeting computer is limited by the number of ready missile volleys, in addition to its own built in limits. This indicator also works for decoys.

Communications Display

You can find the Communications Display in the lower part of the screen. Whenever a communication is received, the sending party appears in this area.

Sensor Display

The Sensor Display is in the upper right hand corner of the screen. It shows the location of various other units relative to your Veritech.

- Dots in the display disk indicate the relative position of other units. A red dot indicates enemy units. If you have a target lock on an enemy unit it will display a small yellow circle around the red dot. Blue dots are friendly units. Green dots are objectives.
- Lines from the unit to the display disk show the unit's relative altitude. Lines from the top of the disk show the units is higher than you, while lines from the bottom show they are below you. In space, above and below are only relative concepts and are based on your current orientation.
- Arrows around the edge of the display indicate the direction of various important units. Your locked target has a bright red arrow. A blue arrow indicates the location of a navigation point. A green arrow points to an objective. Yellow arrows point to incoming missiles.

Target Display

The Target Display is located in the upper left hand of the screen. It shows a generated image of the current target and a sensor approximation of its current structural integrity. In addition, several floating icons appear in your field of view:

Gun Pipper: A small cross hair that shows the current aim point of the gun pod. In Guardian and Battloid the pipper will auto aim at a locked target that is within the gun's fire arc. In Fighter mode, the pipper is fixed forward, and the target has a yellow aiming point near it. This is an aim point for the gun generated by your targeting computer. Move the pipper into the aim point to hit the target with the gun.

Target Icon: A red circular icon appears around the current locked target. If you are using multiple missile lock on, yellow icons appear around additional targets as they are locked up. A Blue icon appears around friendly targets. A green target box appears around non enemy objectives.

PAUSE MENU

During your mission you can access OPTIONS, MISSION LOG, or RESUME your game through the Pause Menu.

To access the Pause Menu press START.

Options

CONTROLLER DIAGRAM – To display a control layout diagram.

SETTINGS – Control Set-up, Sound and Video

RESTART MISSION – To restart your current game at the beginning of the current mission highlight RESTART and press the [A] Button.

QUIT – To quit your current game highlight QUIT and press the [A] Button. This will end your current game and all changes since your last game save will be lost.

Mission Log

Displays all dialog that has been spoken up to the current point.

Resume

To resume your game, highlight RESUME and press the [A] Button.

SAVING AND LOADING

Robotech®: Battlecry™ enables you to save data during a game with the use of the Memory Card (sold separately). Insert a Memory Card into Memory Card Slot A before you attempt to save or load a game to a Memory Card.

The Robotech®: Battlecry™ requires 1 file and 1 block to save.

Loading

Select the desired game using the Control Pad and press the A Button to load your selection.

Saving

This saves your progress. Note that the game automatically saves your game after the successful completion of any mission.

The game language which is set in the game and saved on a Memory Card has priority over the language which is set in the NINTENDO GAMECUBE console. (For more information please refer to the hardware console manual.)

Please refer to the NINTENDO GAMECUBE instruction booklet for directions on how to format and erase Memory Card files.

PRODUCT SUPPORT/TIPS

The TDK Mediactive Product Support Department provides technical support, customer service and game hints. There are several different ways to receive assistance:

Online Support

TDK Mediactive provides support via the World Wide Web 24 hours a day, seven days a week. The address is www.tdk-mediactive.com.

Email Support

A representative will promptly and personally answer e-mail inquiries. Requests should be e-mailed to tdkgames@maxsupport.co.uk. Please include a detailed description of the situation.

Technical Support

Live representatives are available by telephone Monday through Saturday 10:00am to 7:00pm at +49 1805-TDKGAMES or +49 1805-83 54 26 37 (international call).

Game Hints

Live representatives are available by telephone Monday through Saturday 10:00am to 7:00pm at +49 1805-83 54 45 (international call).